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- 1** freeVSD enables safe experiments 97%

 Randall Embry
Linux Journal August 2001
Volume 2001 Issue 88
Take the danger out of testing new software (and administrators) with freeVSD.
- 2** The state of the art in locally distributed Web-server systems 94%

 Valeria Cardellini , Emiliano Casalicchio , Michele Colajanni , Philip S. Yu
ACM Computing Surveys (CSUR) June 2002
Volume 34 Issue 2
The overall increase in traffic on the World Wide Web is augmenting user-perceived response times from popular Web sites, especially in conjunction with special events. System platforms that do not replicate information content cannot provide the needed scalability to handle large traffic volumes and to match rapid and dramatic changes in the number of clients. The need to improve the performance of Web-based services has produced a variety of novel content delivery architectures. This article w ...
- 3** Wide-area cooperative storage with CFS 91%

 Frank Dabek , M. Frans Kaashoek , David Karger , Robert Morris , Ion Stoica
ACM SIGOPS Operating Systems Review , Proceedings of the eighteenth ACM symposium on Operating systems principles October 2001
Volume 35 Issue 5
The Cooperative File System (CFS) is a new peer-to-peer read-only storage system that provides provable guarantees for the efficiency, robustness, and load-balance of file storage and retrieval. CFS does this with a completely decentralized architecture that can scale to large systems. CFS servers provide a distributed hash table (DHash) for block storage. CFS clients interpret DHash blocks as a file system. DHash distributes and caches blocks at a fine granularity to achieve load balance, uses ...

4 Collaborative virtual environment: DEVA3: architecture for a large-scale distributed virtual reality system 89%



Steve Pettifer , Jon Cook , James Marsh , Adrian West

Proceedings of the ACM symposium on Virtual reality software and technology

October 2000

In this paper we present work undertaken by the Advanced Interfaces Group at the University of Manchester on the design and development of a system to support large numbers of geographically distributed users in complex, large-scale virtual environments (VEs). We shown how the problem of synchronisation in the face of network limitations is being addressed by the Deva system through the exploitation of subjectivity. Further, we present a model for flexibly describing object behaviours in the VEs. ...

5 Protecting web servers from distributed denial of service attacks 87%



Frank Kargl , Joern Maier , Michael Weber

Proceedings of the tenth international conference on World Wide Web April 2001

6 Web and e-business application: A cost-oriented methodology for the design of web based IT architectures 85%



Danilo Ardagna , Chiara Francalanci

Proceedings of the 2002 ACM symposium on Applied computing March 2002

This paper proposes a design methodology of Web-based IT architectures tying organizational requirements to technical choices and costs. Information system design and optimum sizing is the result of a reconciliation of several conflicting requirements, including technical performance and costs. Web-based IT architectures involve a number of design choices with significant cost implications: the adoption of thin clients executing Web applications remotely, the choice of the number of architectura ...

7 Start-time fair queueing: a scheduling algorithm for integrated services packet switching networks 85%



Pawan Goyal , Harrick M. Vin , Haichen Chen

ACM SIGCOMM Computer Communication Review , Conference proceedings on Applications, technologies, architectures, and protocols for computer communications August 1996

Volume 26 Issue 4

We present Start-time Fair Queuing (SFQ) algorithm that is computationally efficient, achieves fairness regardless of variation in a server capacity, and has the smallest fairness measure among all known fair scheduling algorithms. We analyze its throughput, single server delay, and end-to-end delay guarantee for variable rate Fluctuation Constrained (FC) and Exponentially Bounded Fluctuation (EBF) servers. We show that SFQ is better suited than Weighted Fair Queuing for integrated services netw ...

8 Virtual machine monitors: Xen and the art of virtualization 84%



Paul Barham , Boris Dragovic , Keir Fraser , Steven Hand , Tim Harris , Alex Ho , Rolf Neugebauer , Ian Pratt , Andrew Warfield

Proceedings of the nineteenth ACM symposium on Operating systems principles

October 2003

Numerous systems have been designed which use virtualization to subdivide the ample resources of a modern computer. Some require specialized hardware, or cannot support commodity operating systems. Some target 100% binary compatibility at the

expense of performance. Others sacrifice security or functionality for speed. Few offer resource isolation or performance guarantees; most provide only best-effort provisioning, risking denial of service. This paper presents Xen, an x86 virtual machine monit ...

9 Start-time fair queueing: a scheduling algorithm for integrated services 84%

 packet switching networks

Pawan Goyal , Harrick M. Vin , Haichen Cheng

IEEE/ACM Transactions on Networking (TON) October 1997

Volume 5 Issue 5

10 Design and implementation of a portable and adaptable load balancing 82%

 framework


Erik Putrycz

Proceedings of the 2003 conference of the Centre for Advanced Studies

conference on Collaborative research October 2003

Scaling applications to large networks and an increasing number of users has been since years a technical challenge. Today, well known technologies exist to scale applications to local networks but scaling to large networks with high latency is still a challenge. Load balancing at the middleware level allows more flexibility (in terms of granularity and distribution) than existing solutions based at lower system levels. However, it requires an execution infrastructure and mechanisms to be integr ...


11 Commodity-based cryptography (extended abstract) 82%

 Donald Beaver

Proceedings of the twenty-ninth annual ACM symposium on Theory of computing

May 1997

12 Special issue on the PAPA 2002 workshop: Performance study of 80%

 dispatching algorithms in multi-tier web architectures


Mauro Andreolini , Michele Colajanni , Ruggero Morselli

ACM SIGMETRICS Performance Evaluation Review September 2002

Volume 30 Issue 2

The number and heterogeneity of requests to Web sites are increasing also because the Web technology is becoming the preferred interface for information systems. Many systems hosting current Web sites are complex architectures composed by multiple server layers with strong scalability and reliability issues. In this paper we compare the performance of several combinations of centralized and distributed dispatching algorithms working at the first and second layer, and using different levels of st ...

13 Managing energy and server resources in hosting centers 80%

 Jeffrey S. Chase , Darrell C. Anderson , Prachi N. Thakar , Amin M. Vahdat , Ronald P. Doyle

ACM SIGOPS Operating Systems Review , Proceedings of the eighteenth ACM symposium on Operating systems principles October 2001

Volume 35 Issue 5

Internet hosting centers serve multiple service sites from a common hardware base. This paper presents the design and implementation of an architecture for resource management in a hosting center operating system, with an emphasis on *energy* as a driving resource management issue for large server clusters. The goals are to provision server resources for co-hosted services in a way that automatically adapts to offered load, improve the energy efficiency of server clusters by dynamically res ...

14 A new approach to software tool interoperability 80%


 Yimin Bao , Ellis Horowitz
Proceedings of the 1996 ACM symposium on Applied Computing February 1996

15 Providing soft real-time QoS guarantees for Java threads 77%

 James C. Pang , Gholamali C. Shoja , Eric G. Manning
Proceedings of the 2001 joint ACM-ISCOPE conference on Java Grande June 2001


The Java platform has many characteristics that make it very desirable for integrated continuous media processing. Unfortunately, it lacks the necessary CPU resource management facility to support quality of service guarantees for soft real-time multimedia tasks. In this paper, we present our new Java Virtual Machine, Q-JVM, which brings CPU resource management to the Java platform. Q-JVM is based on Sun's JVM version 1.1.5. It implements an enhanced version of the MTR-LS algorithm in its thr ...

16 Network behavior: The effectiveness of request redirection on CDN 77%

 robustness
 Limin Wang , Vivek Pai , Larry Peterson
ACM SIGOPS Operating Systems Review December 2002
 Volume 36 Issue SI

It is becoming increasingly common to construct network services using redundant resources geographically distributed across the Internet. Content Distribution Networks are a prime example. Such systems distribute client requests to an appropriate server based on a variety of factors---e.g., server load, network proximity, cache locality--in an effort to reduce response time and increase the system capacity under load. This paper explores the design space of strategies employed to redirect reque ...

17 Distributed systems - programming and management: On remote 77%

 procedure call
 Patricia Gomes Soares
Proceedings of the 1992 conference of the Centre for Advanced Studies on Collaborative research - Volume 2 November 1992

The Remote Procedure Call (RPC) paradigm is reviewed. The concept is described, along with the backbone structure of the mechanisms that support it. An overview of works in supporting these mechanisms is discussed. Extensions to the paradigm that have been proposed to enlarge its suitability, are studied. The main contributions of this paper are a standard view and classification of RPC mechanisms according to different perspectives, and a snapshot of the paradigm in use today and of goals for t ...

18 Promises and reality: Server I/O networks past, present, and future 77%

 Renato John Recio
Proceedings of the ACM SIGCOMM workshop on Network-I/O convergence: experience, lessons, implications August 2003

Enterprise and technical customers place a diverse set of requirements on server I/O networks. In the past, no single network type has been able to satisfy all of these requirements. As a result several fabric types evolved and several interconnects emerged to satisfy a subset of the requirements. Recently several technologies have emerged that enable a single interconnect to be used as more than one fabric type.

This paper will describe the requirements customers place on server I/O networks; t ...

19 Utilizing virtual Linux servers to teach information technology courses 77%



Roger L. Norton

The Journal of Computing in Small Colleges May 2002

Volume 17 Issue 6

In this paper we discuss an innovative approach to offering a major in Information Technology built around the use of "Virtual Linux Environments". A Virtual Linux Environment consists of a collection of virtual Linux servers running on an IBM S390 platform. Each student within the Information Technology major is given their own Virtual Linux Environment in which to do their course projects and assignments. The paper discusses the courses involved, the environment, and the benefits of such an ap ...

20 Review: SCO Linux 4

77%



Steve R. Hastings

Linux Journal June 2003

Volume 2003 Issue 110

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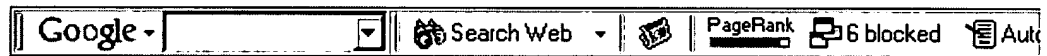
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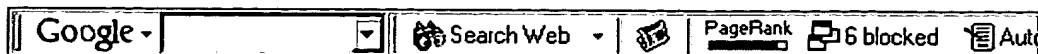
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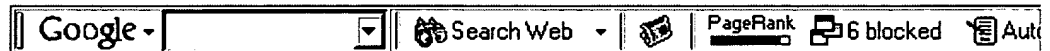
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